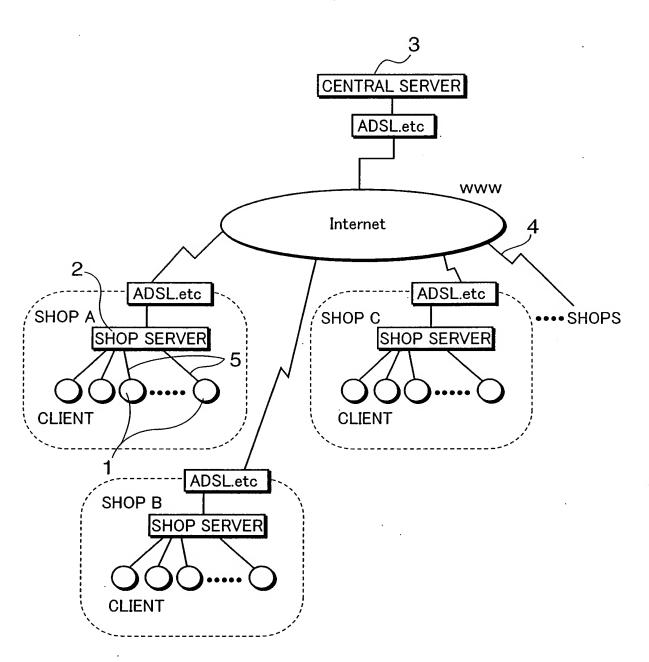
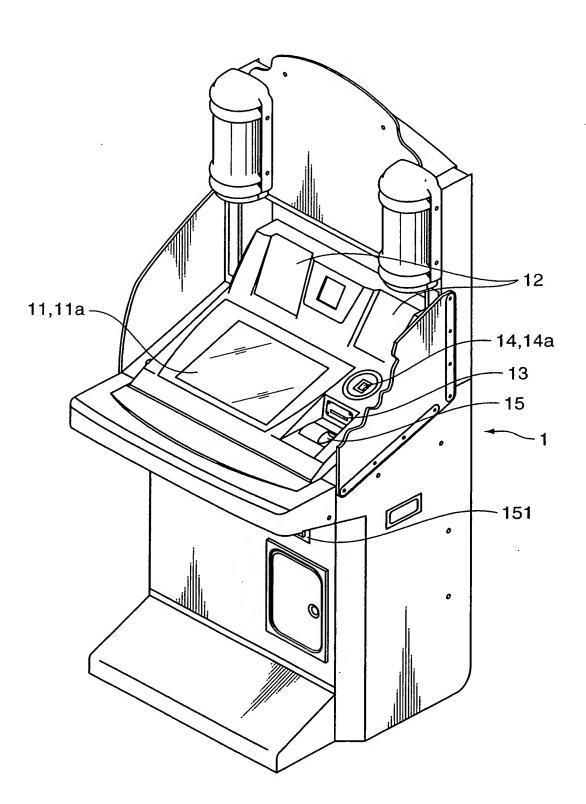
FIG.1

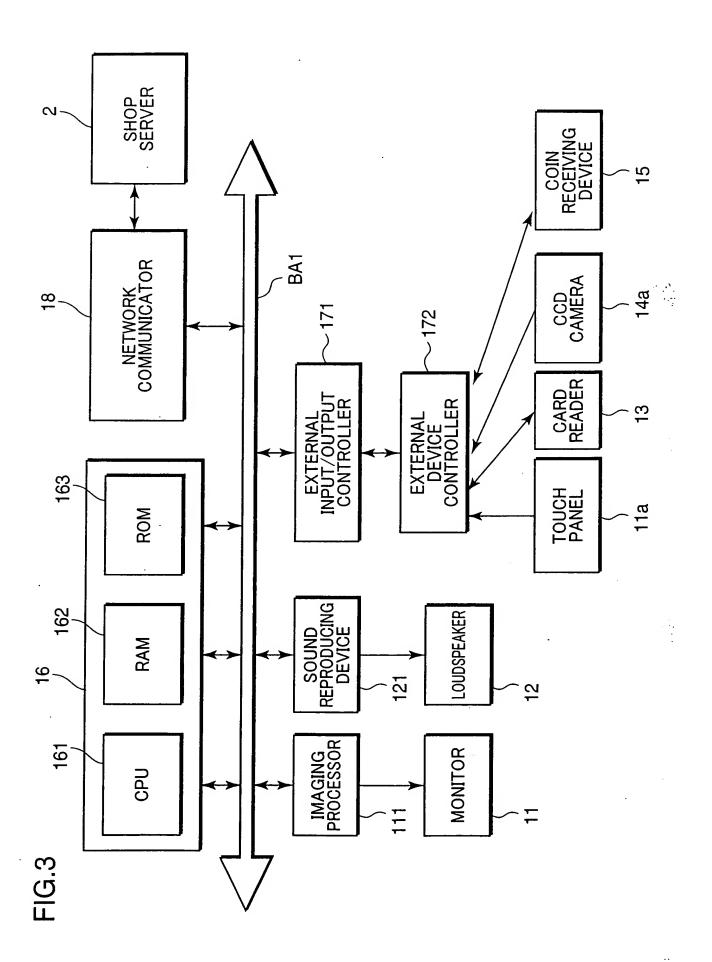


New Application Inventor
Page 2 of 31
Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

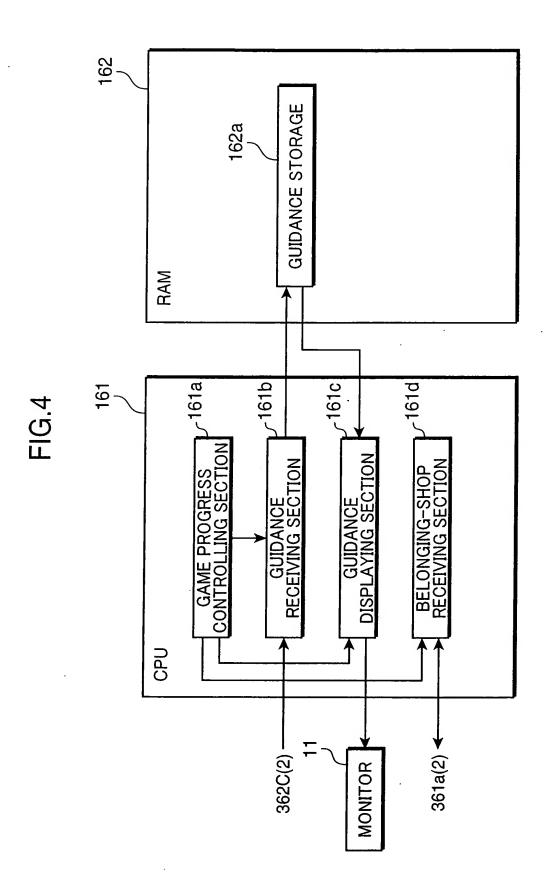
FIG.2



μŧ. 107

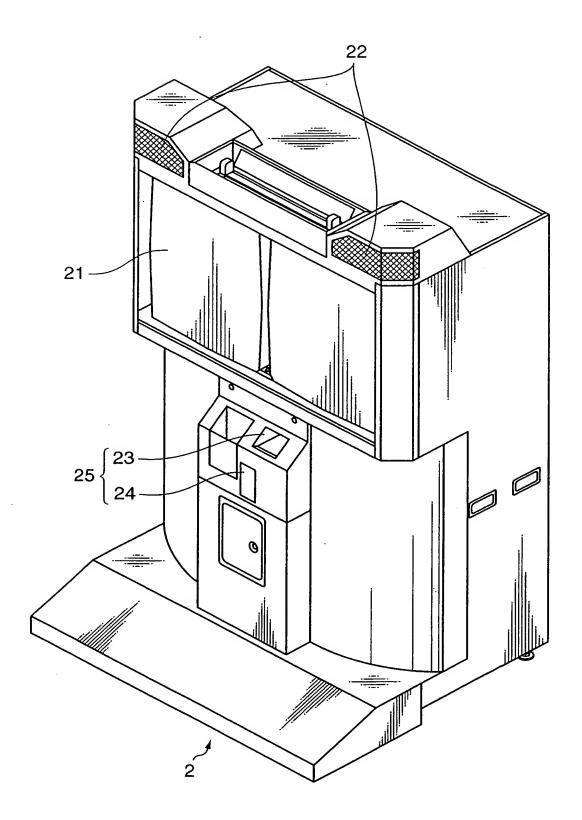


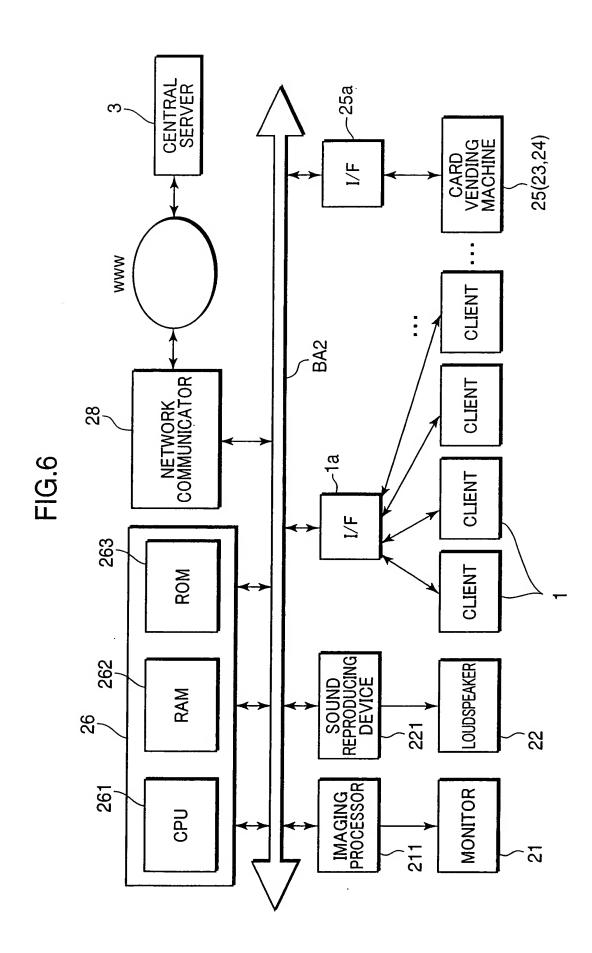
:.1



New Application Inventor
Page 5 of 31
Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

FIG.5





New Application Inventor
Page 7 of 31
Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

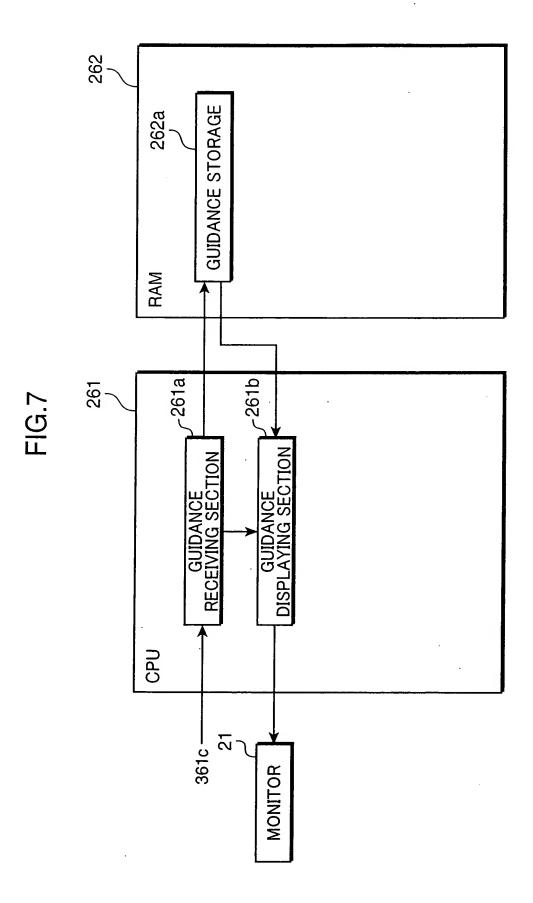
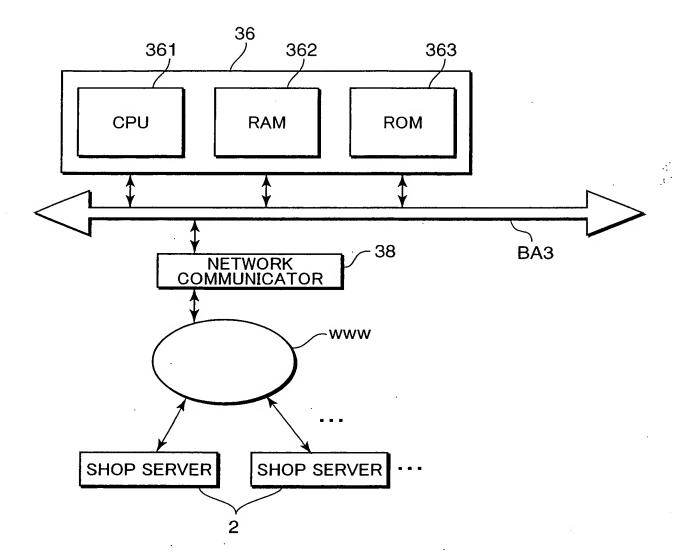


FIG.8



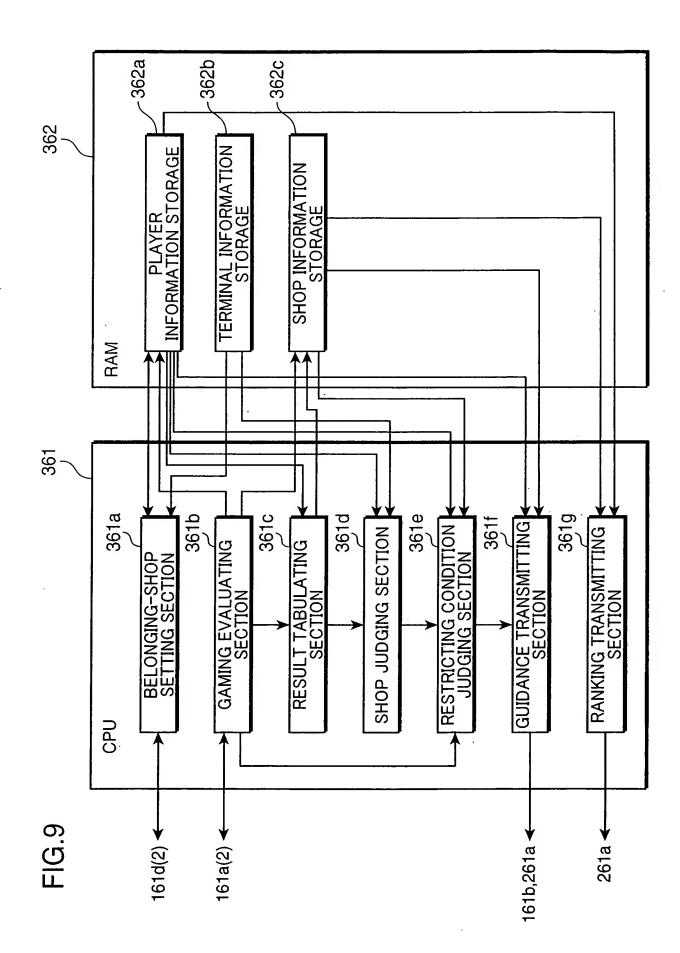
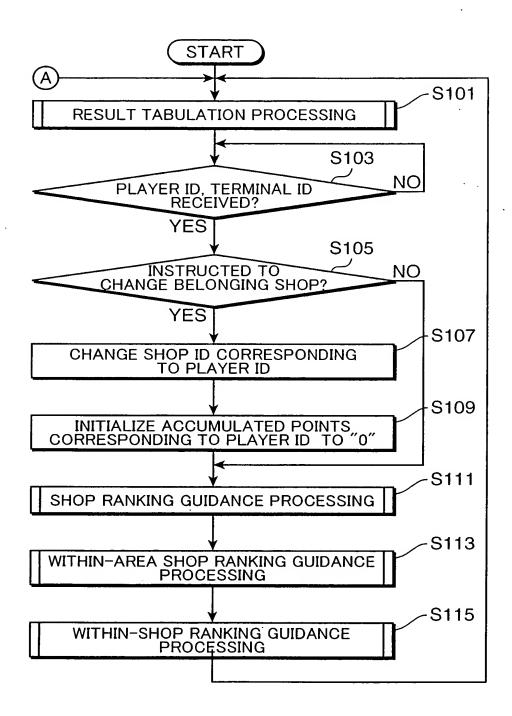
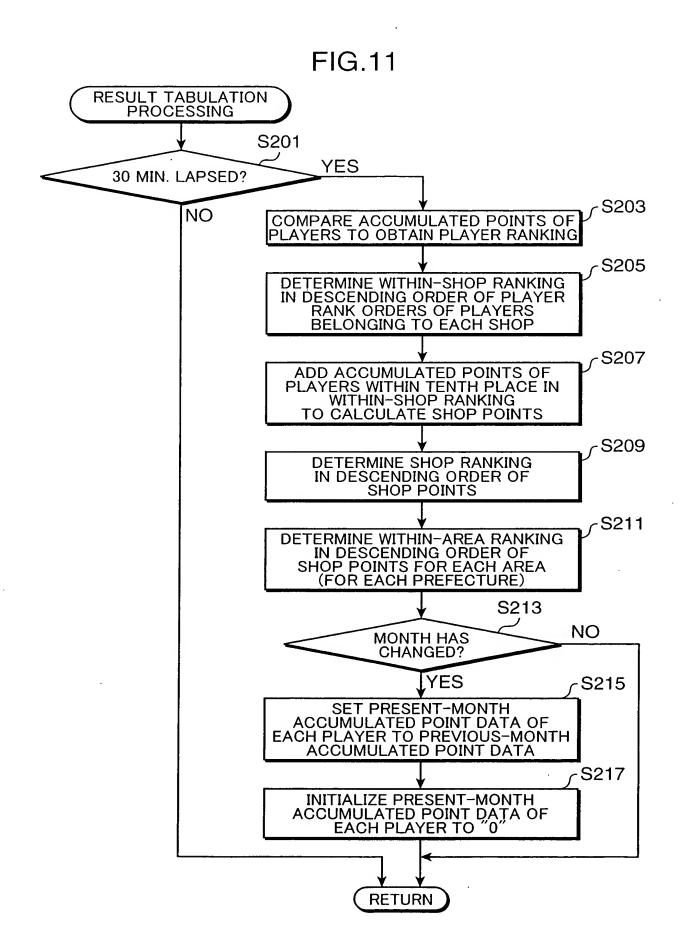


FIG.10

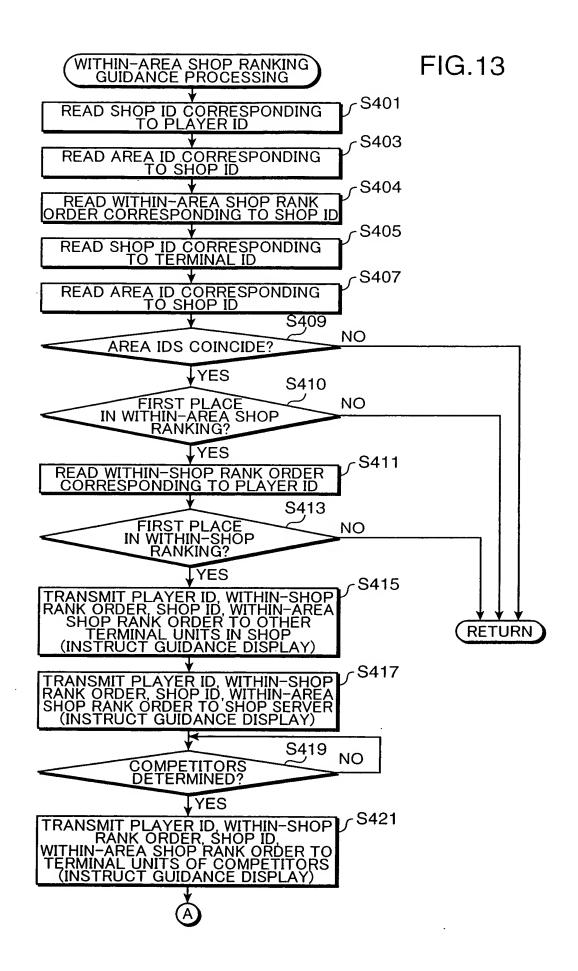




':ì

FIG.12 WITHIN-SHOP RANKING **GUIDANCE PROCESSING** S301 READ SHOP ID CORRESPONDING TO PLAYER ID S303 READ SHOP RANK ORDER CORRESPONDING TO SHOP ID S305 NO FIRST PLACE IN SHOP RANKING? YES S307 READ WITHIN-SHOP RANK ORDER CORRESPONDING TO PLAYER ID S309 NO WITHIN TENTH PLACE IN WITHIN-SHOP RANKING YES S311 TRANSMIT PLAYER ID, WITHIN-SHOP RANK ORDER TO OTHER TERMINAL UNITS IN SHOP (INSTRUCT GUIDANCE DISPLAY) RETURN S315 TRANSMIT PLAYER ID, WITHIN-SHOP RANK ORDER TO SHOP SERVER (INSTRUCT GUIDANCE DISPLAY) S317 NO COMPETITORS **DETERMINED?** YES S319 TRANSMIT PLAYER ID WITHIN-SHOP RANK ORDER TO TERMINAL UNITS OF COMPETITORS (INSTRUCT GUIDANCE DISPLAY)

10



· :4.

. . . .

FIG.14

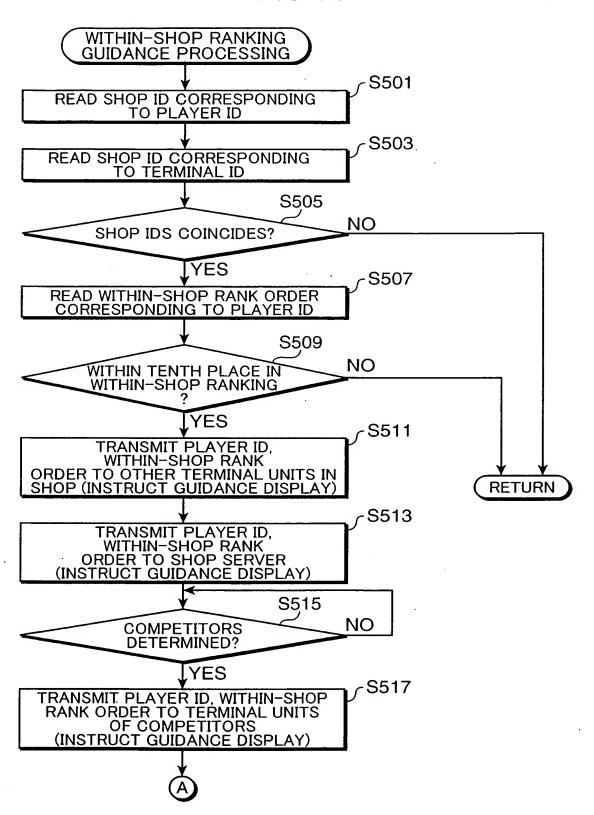
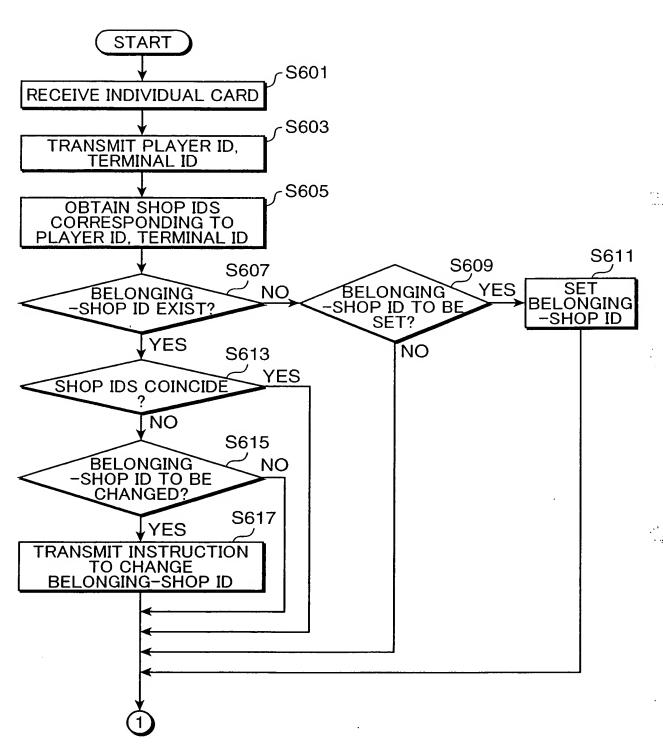


FIG.15



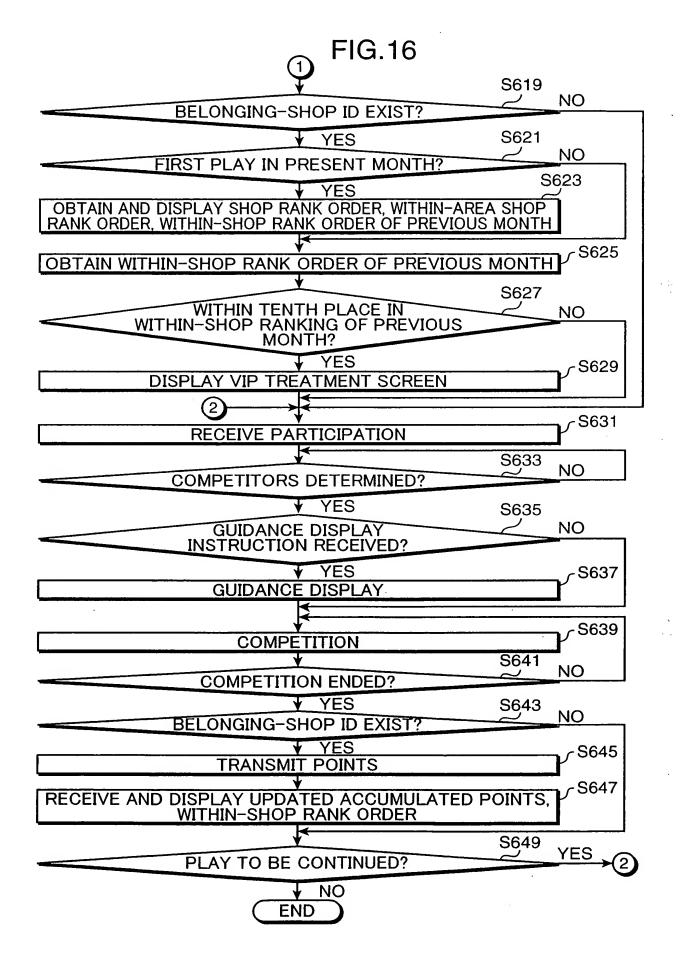
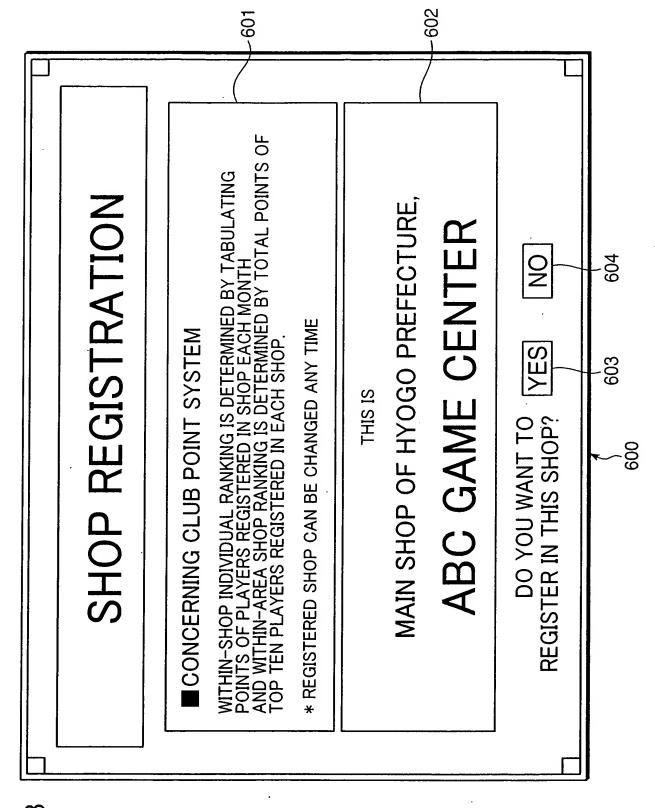


FIG.17 START S701 **GUIDANCE** NO DISPLAY INSTRUCTION RECEIVED? YES S703 WITHIN-SHOP YES RANKING GUIDANCE S705 NO **GUIDANCE DISPLAY** PLAYER ID WITHIN-SHOP RANK ORDER S707 WITHIN-AREÀ YES SHOP RANKING **GUIDANCE?** S711 NO S709 GUIDANCE DISPLAY OF PLAYER ID, WITHIN-SHOP RANK ORDER, SHOP ID, SHOP RANK ORDER GUIDANCE DISPLAY OF PLAYER ID, WITHIN-SHOP RANK ORDER, SHOP ID, WITHIN-AREA SHOP RANK ORDER **RETURN**



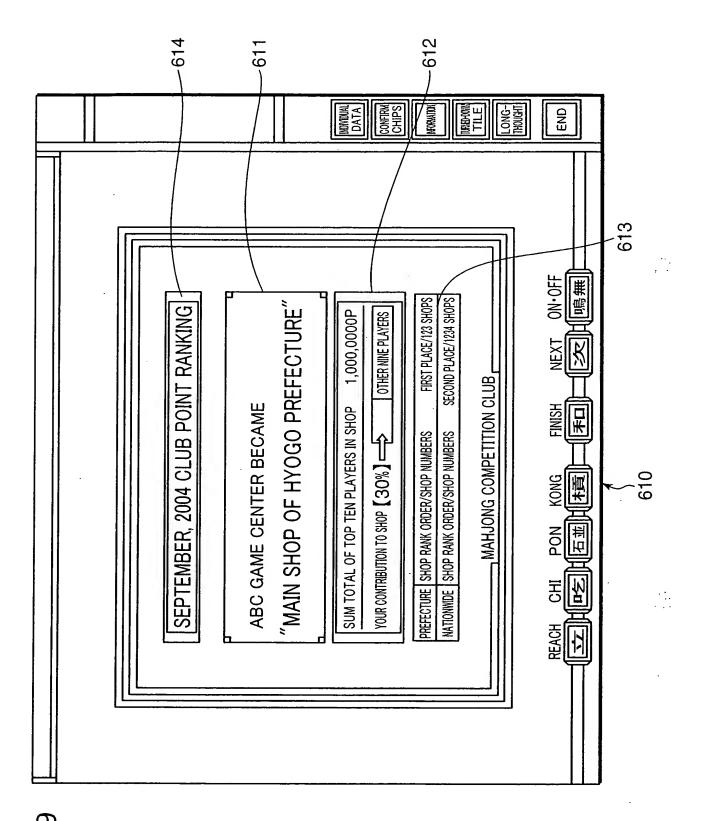
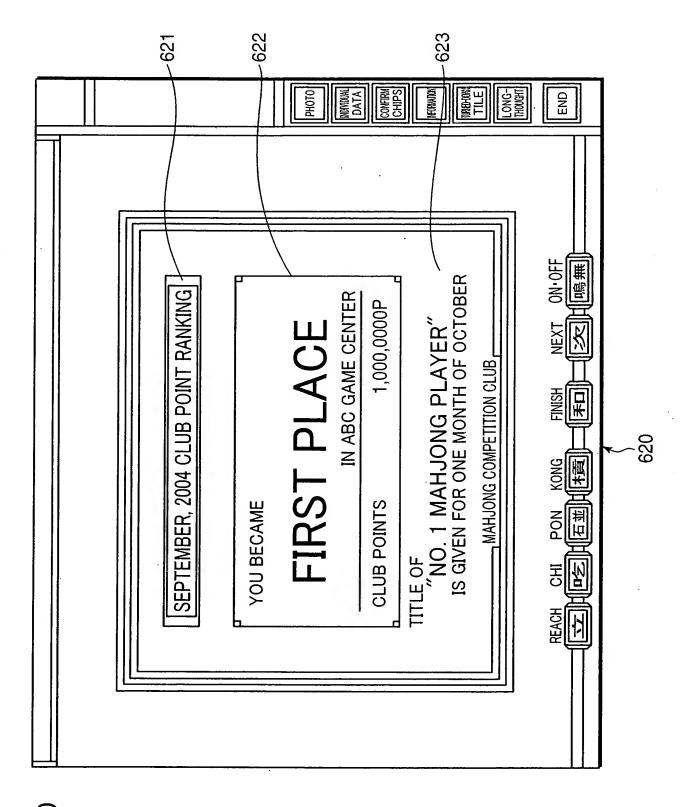
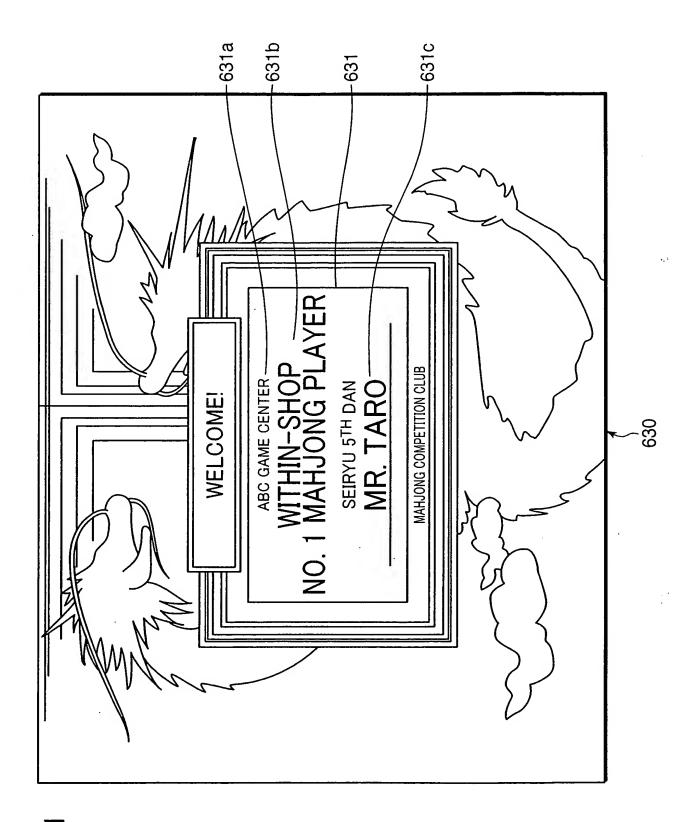
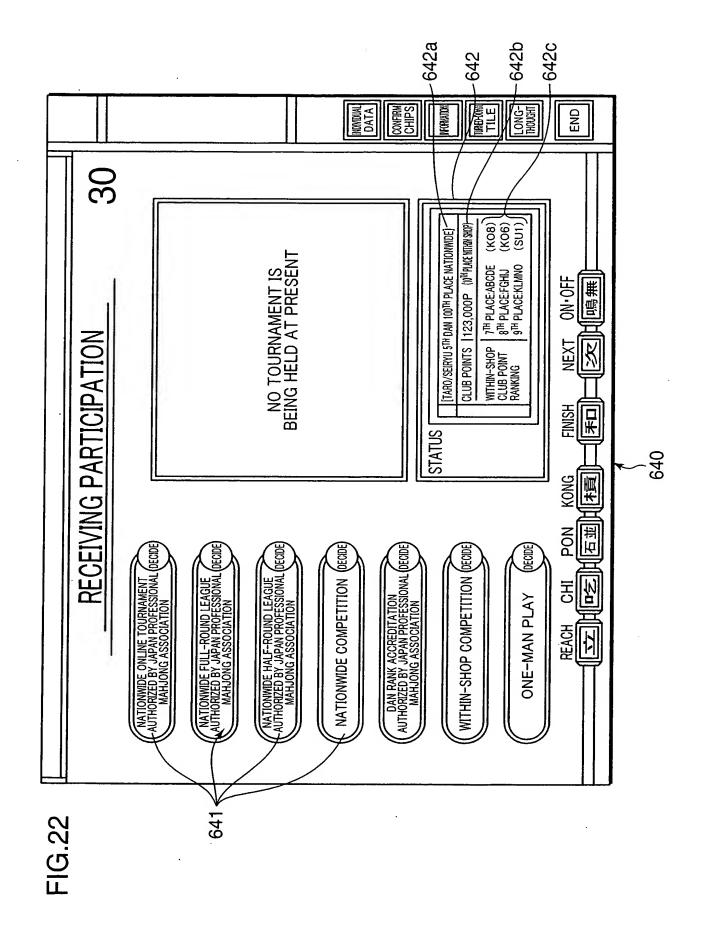


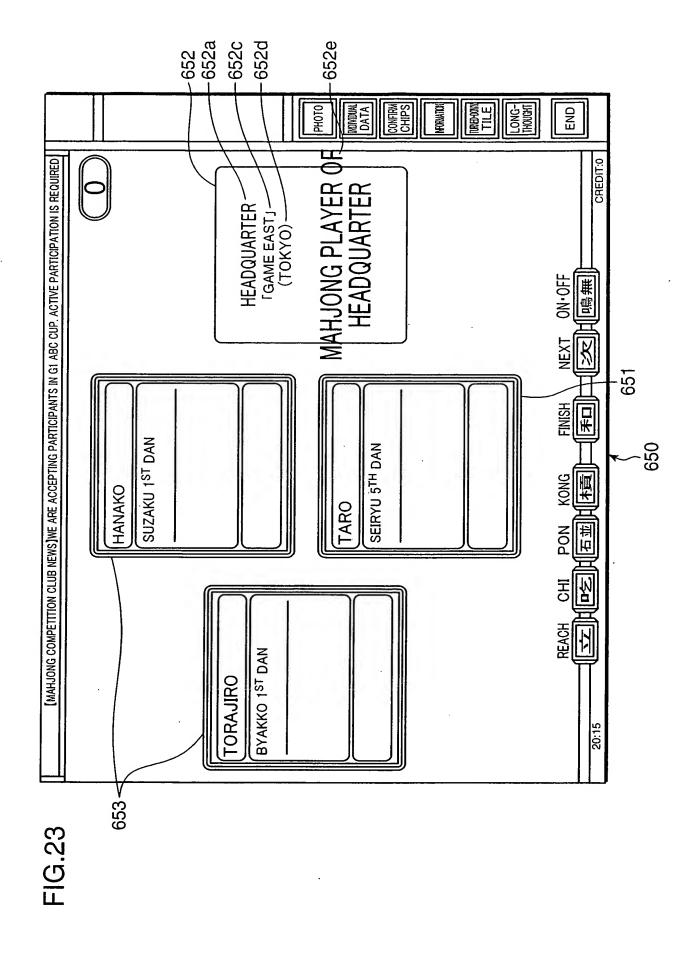
FIG. 19

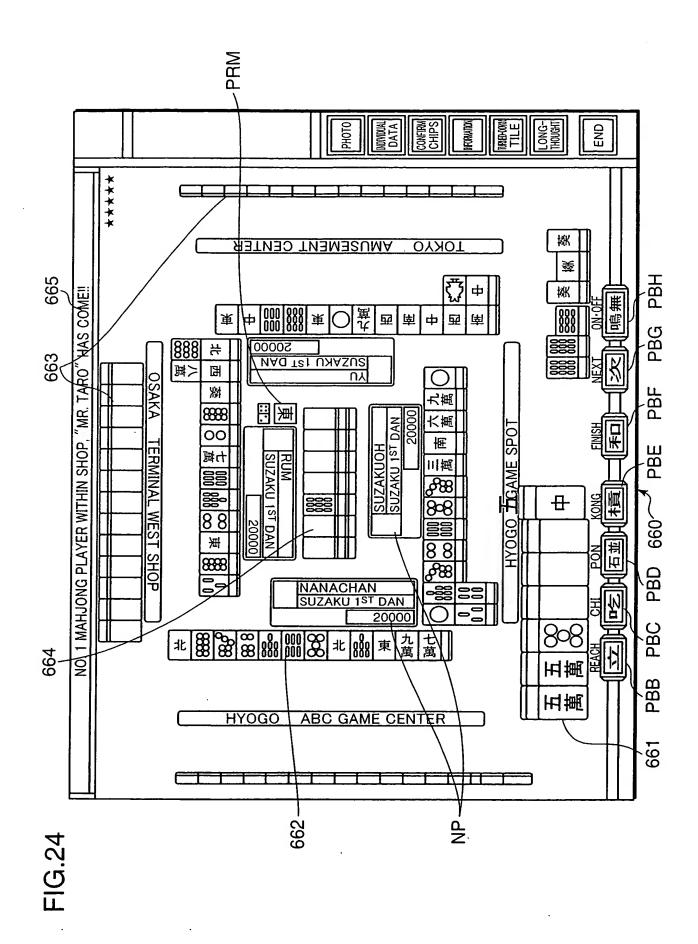


New Application Inventor
Page 21 of 31
Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...









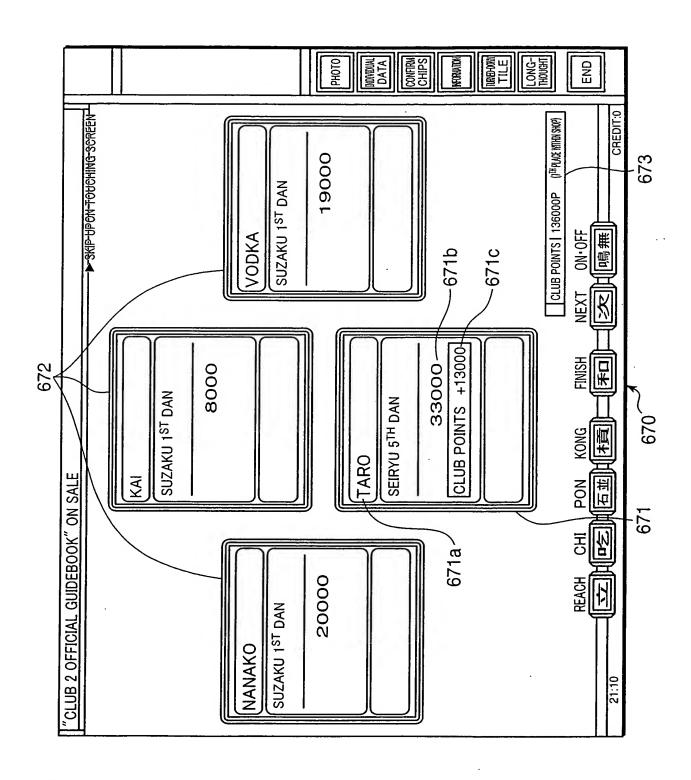
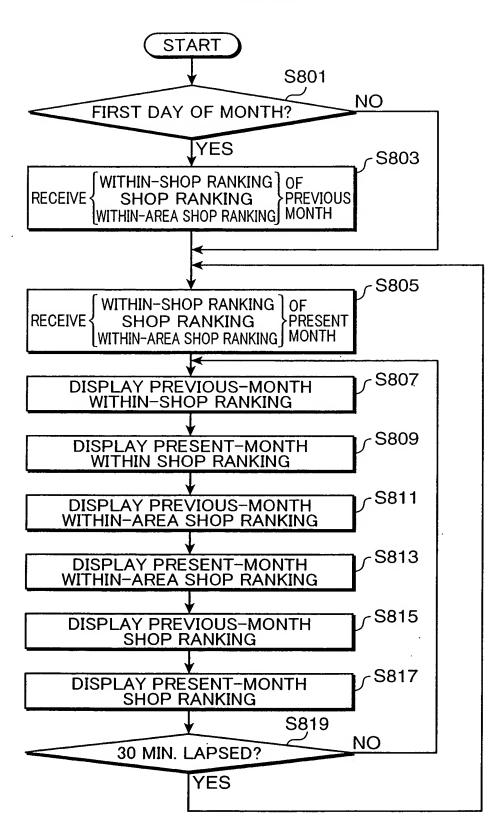
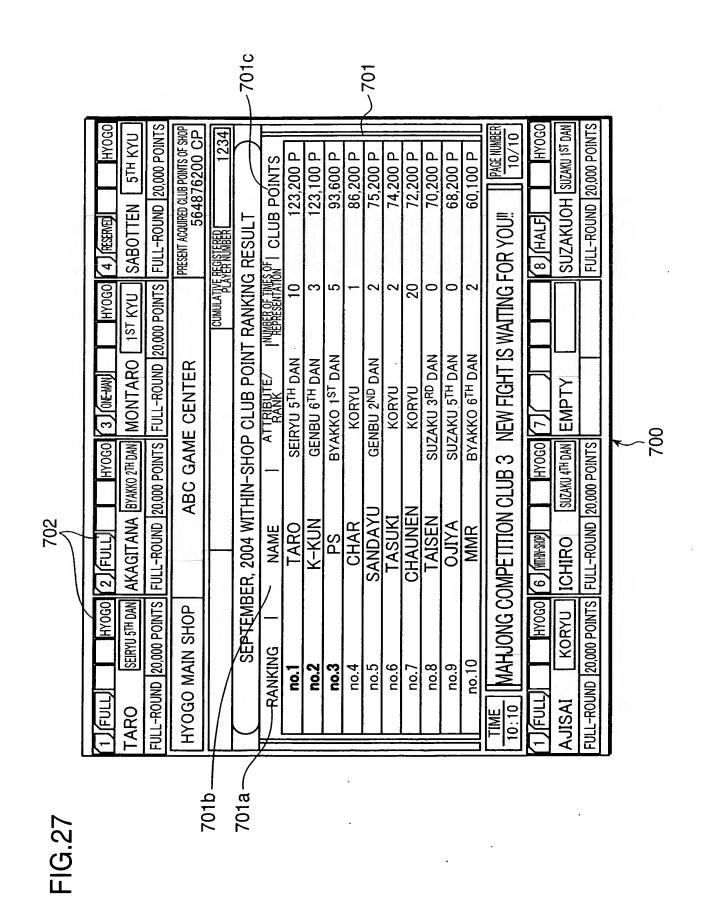


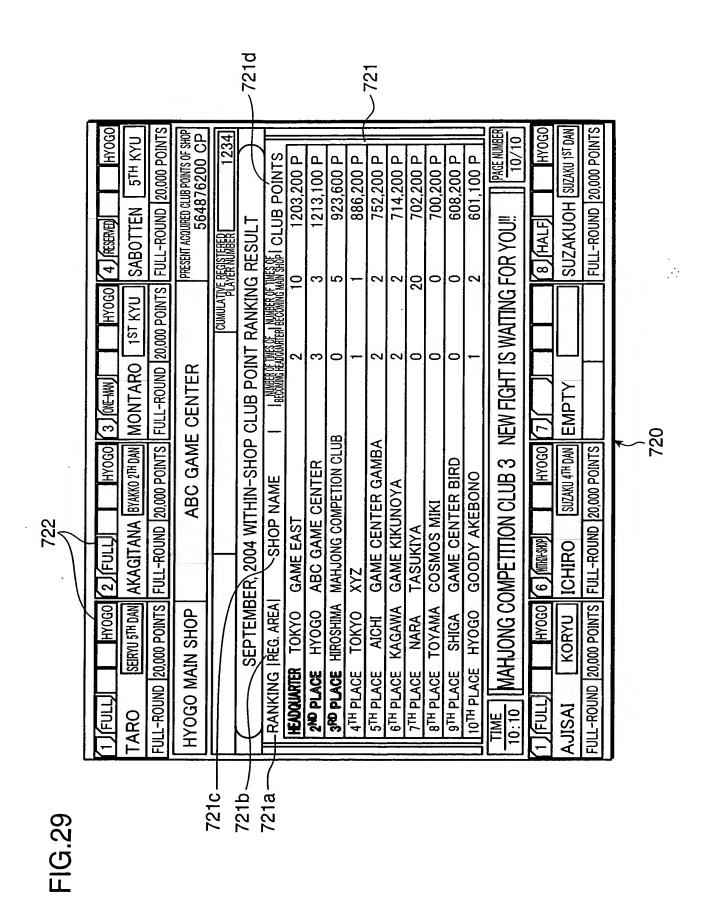
FIG.26

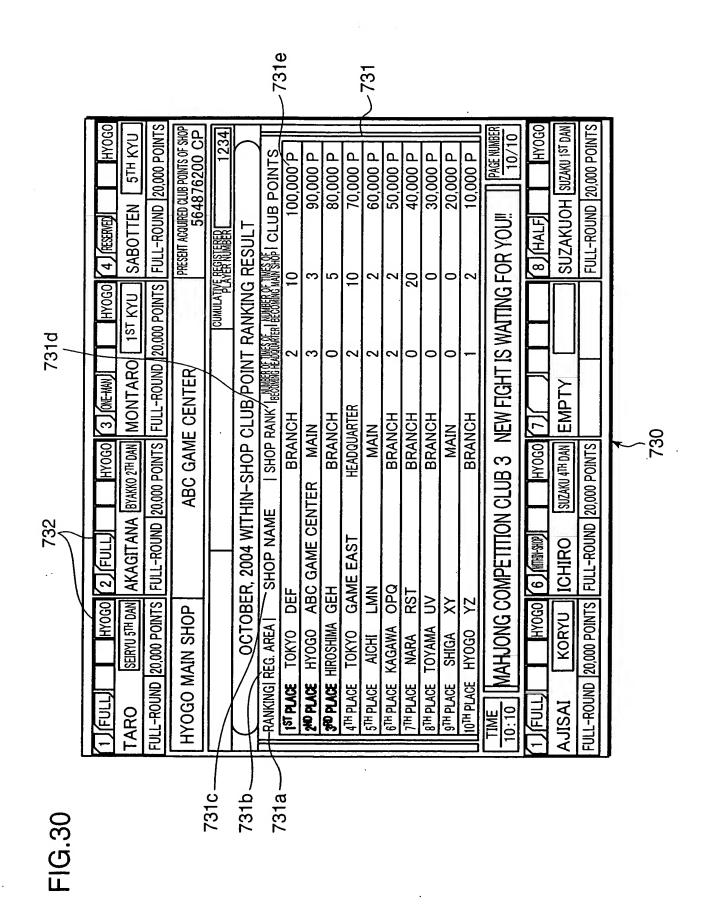




New Application Inventor
Page 28 of 31
Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

		a 90		711d			711								_	
3.28	AKAGITANA BYAKKO 2 ^{1H} DANI MONTARO 1ST KYU	HYOGO MAIN SHOP ABC GAME CENTER PRESENT ACQUIRED CLUB POINTS OF SHOP 5447	711a (UPDATED AT 1045)) 	β GENBU 6 TH DAN 3	370 PLACE γ BYAKKO 1 ST DAN BRANCH NO. 10 5 18,000 P 4 TH PLACE δ KORYU 1 17,000 P	E GENBU 2 ND DAN BRANCH NO. 4 2 16,000 P	ABCDE SEIRYU 8 TH DAN BRANCH NO. 5 20	0	TARO	TIME MAHJONG COMPETITION CLUB 3 NEW FIGHT IS WAITING FOR YOU!! PAGE NUMBER 10:10	(1) [FULL] HYOGO [6] [MIRH-SW] HYOGO [7][] [8] [HALF] HYOGO	AJISAI KORYU ICHIRO SUZAKU 47H DAN EMPTY SUZAKUOH SUZAKU 15T DAN	FULL-ROUND 20,000 POINTS FULL-ROUND 20,000 POINTS FULL-ROUND 20,000 POINTS		710
1G.28		Ļ	7 7													





FULL-ROUND 20,000 POINTS SUZAKU 1ST DAN PRESENT ACQUIRED CLUB POINTS OF SHOP 564876200 CP FULL-ROUND 20,000 POINT 5TH KYU 74,200 P 608,200 P **CLUB POINTS** 752,200 P 00,200 P Ω 210,400 P 923,600 P 886,200 P 601,100 203,200 SUZAKUOH SABOTTEN **NEW FIGHT IS WAITING FOR YOU!!** 8 HALF CUMULATIVE FULL-ROUND 20,000 POINTS RANKING 1ST KYU SOZAKU 5TH DAN BYAKKO 6TH DAN HDAN DANGAN MONTARO ABC GAME CENTER NATIONWIDE TOURNAMEN POINT ORTHAN EMPT SEIR EXASE EXASE 740 BYAKKO 2TH DAN FULL-ROUND |20,000 POINTS | FULL-ROUND |20,000 POINTS | 20,000 POINTS SUZAKU 4TH DAN MAHJONG COMPETITION CLUB 3 K-KUSEJ OJIYA TARO CHAR NAME SANDA MMR SEIRYU 5TH DAN AKAGITANA FULL-ROUND ICHIRO HYOGO 20.000 POINTS REG. AREA HIROSHIMA HYOGO MAIN SHOP OYAMA HYOGO SHIGA TOKYO **TOKYO** 1939 KORYU AICHI 6TH PLACE 10TH PLACE 3RD PLACE F PLACE RANKING HEADQUARTER 8TH PLACE 9TH PLACE 2ND PLACE 4TH PLACE STIPLACE FULL-ROUND AJISAI E 'ARO